

REPORTER Learning Process 1 of 15

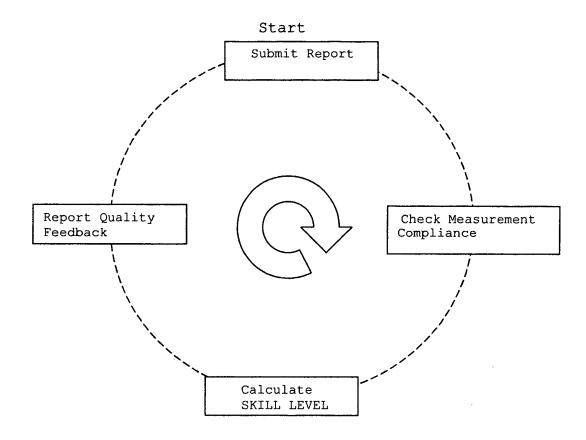
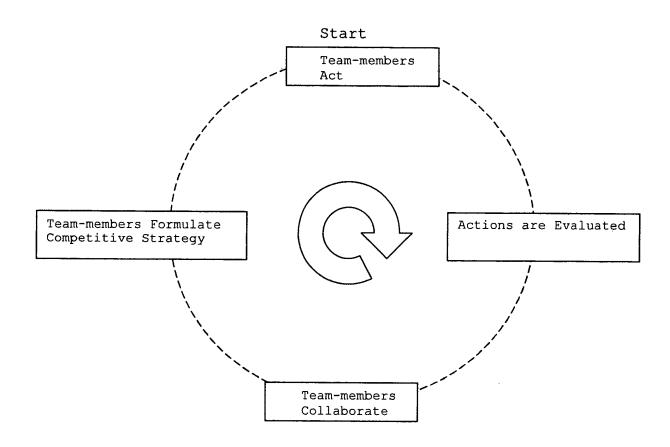




FIG. 2 **Team-member Learning Process** 2 of 15





Containment Diagram Showing Abstract Objects

C	OMPETITIVE ENVIRONMENT
	REPORTER
	SKILL LEVEL
L	
	CONTEST
	PLAYER
	POSSESSION
	ASPECT
	ERROR CORECTION CODE
_	



Reporting System Components 4 of 15

Reporter Administration System Registration Mechanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200



FIG. 5 Representative ASPECT Report 5 of 15

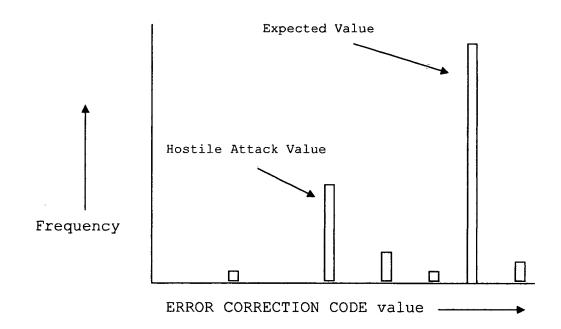




FIG. 6 Reporting System/PLAYER Interaction 6 of 15

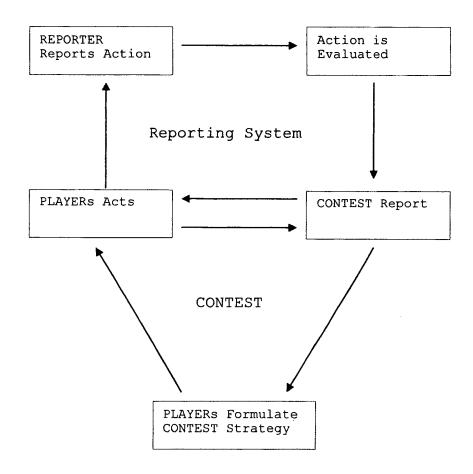
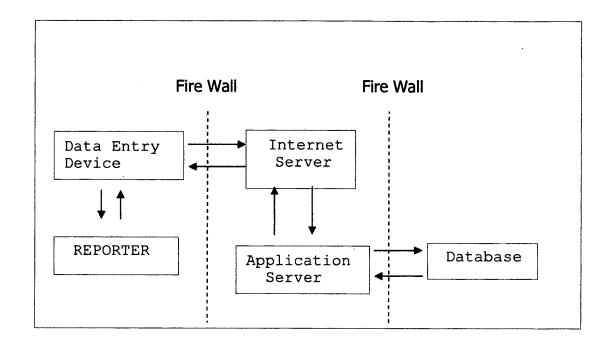




FIG. 7 Reporting System Configuration 7 of 15





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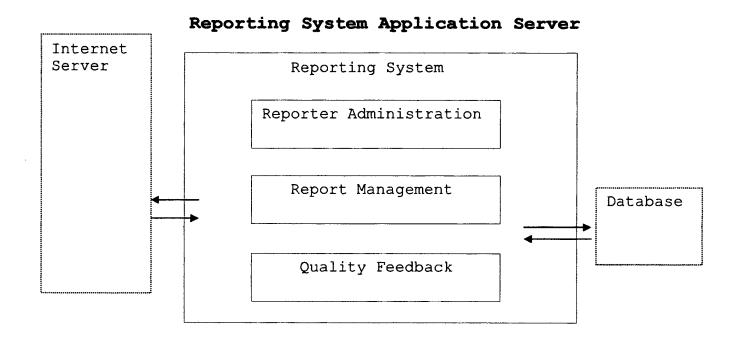




FIG. 9 Reporter Administration Process 9 of 15

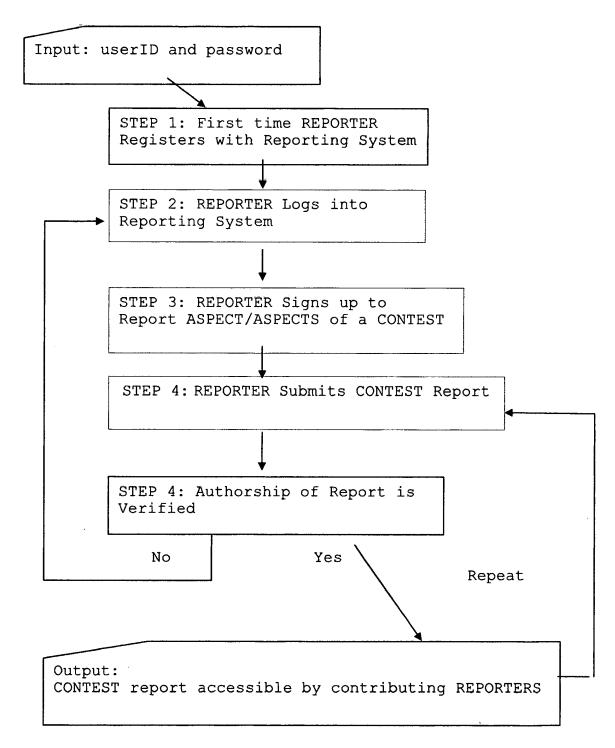




FIG. 10 Report Management Process Sequence 10 of 15

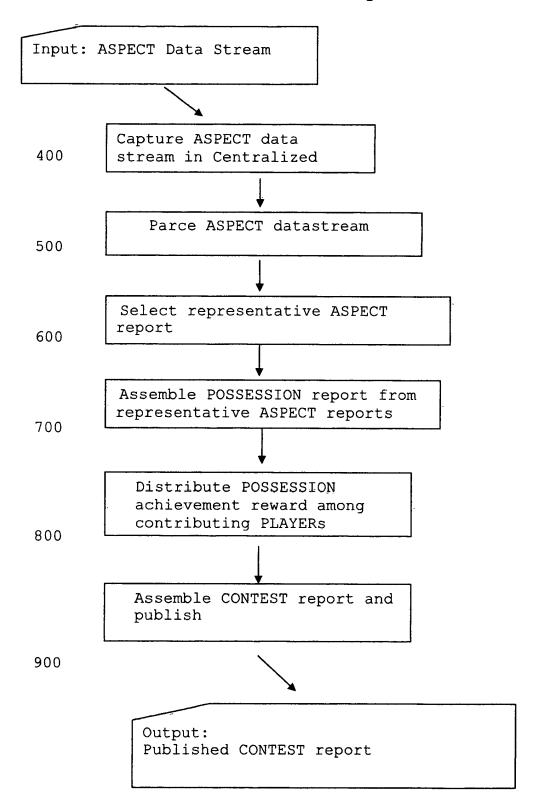
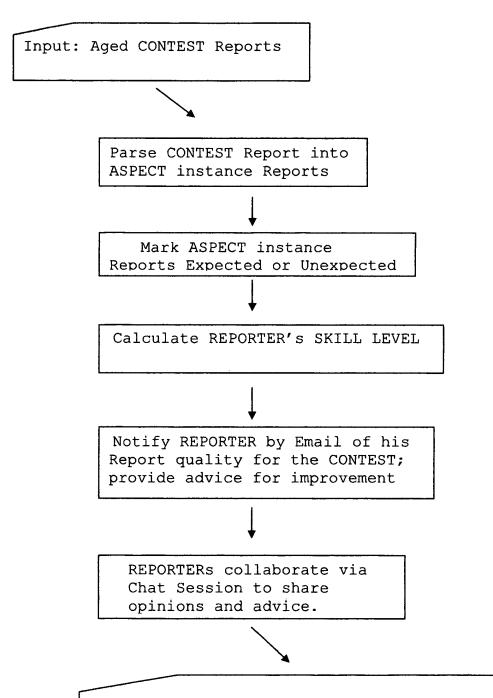




FIG. 11 Quality Feedback Process Sequence 11 of 15

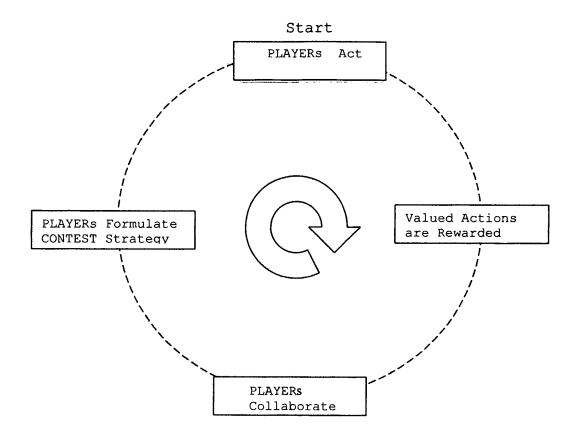


Output:

Increased understanding of Reporting Rules



FIG. 12 PLAYER managed Reward System 12 of 15





Self-Organized Collective Reporting

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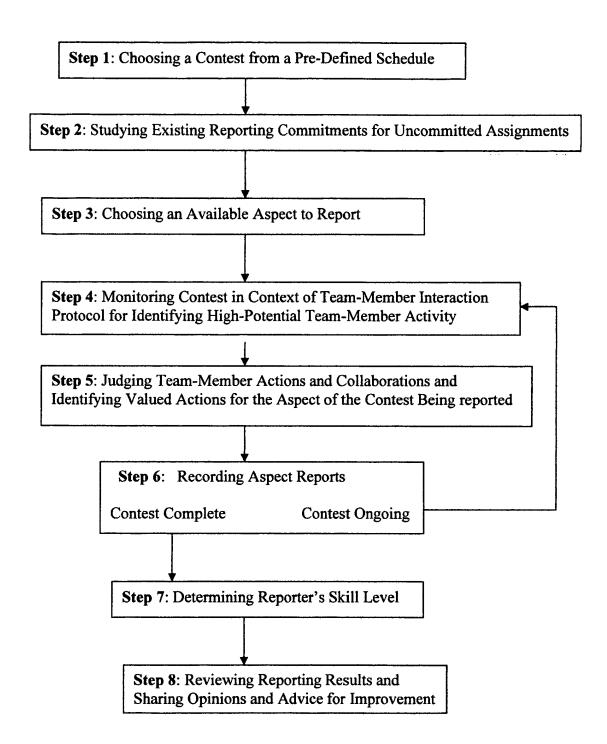
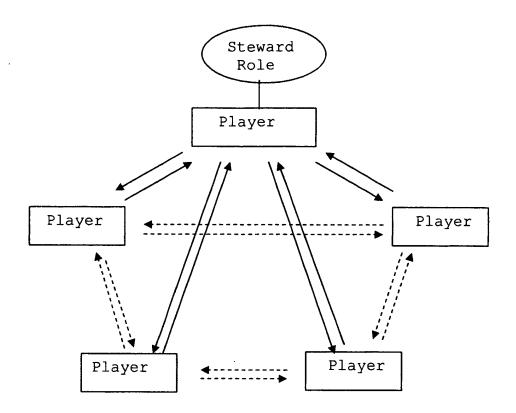




FIG.14 Team-Member Interaction Protocol (TIP) 14 of 15

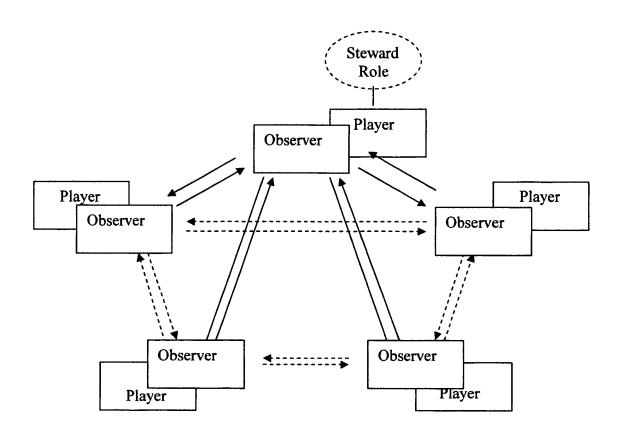


Communications Network Topology:

Peer-to-peer	
Star	



Observer Mechanism 1300 15 of 15



Communications Network Topology:

Peer-to-peer	
Star	